

DEPARTMENT OF FINANCE BILL ANALYSIS

AMENDMENT DATE: April 5, 2010
POSITION: Neutral

BILL NUMBER: AB 2478
AUTHOR: T. Mendoza

BILL SUMMARY: School Safety: Disruption: Pupil's Safety

This bill would make it a public offense to willingly create a disruption with the intent to threaten the immediate physical safety of any pupil arriving at, attending, or leaving any school grades K-8, as specified.

FISCAL SUMMARY

This bill would not have any fiscal impact to the state because the punishment for this crime would be a fine or imprisonment in a county jail.

Any local government costs resulting from the mandate in this measure would not be state-reimbursable, because the mandate only involves the definition of a crime or the penalty for conviction of a crime.

COMMENTS

Current law provides that any person who comes into any school building or upon any school ground, adjacent street, sidewalk, or public way, whose presence or acts interfere with or disrupt a school activity, is guilty of a public offense and is punishable by a fine, imprisonment in the county jail, or by both a fine and imprisonment.

This bill would expand the provisions of current law to apply to any person who willfully or knowingly creates a disruption with the intent to threaten the immediate physical safety of any pupil arriving at, attending, or leaving any preschool or public or private school having kindergarten or any of grades one to eight, as specified.

Code/Department Agency or Revenue Type	SO	(Fiscal Impact by Fiscal Year)							
	LA	(Dollars in Thousands)							
	CO	PROP							Fund
	RV	98	FC	2009-2010	FC	2010-2011	FC	2011-2012	Code
5225/Corr & Rehab	SO	No	-----	No/Minor Fiscal Impact -----					0001

Analyst/Principal (0233)	Date	Assistant Program Budget Manager	Date
-----------------------------	------	----------------------------------	------

Department Deputy Director	Date
----------------------------	------

Governor's Office:	By:	Date:	Position Approved _____
			Position Disapproved _____

BILL ANALYSIS Form DF-43 (Rev 03/95 Buff)